

LIGHTNING X3M



Street on
SAMPLING

ABOUT STREZOV SAMPLING

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We would like to note that, in our pursuit for more lively and natural samples, we tend to avoid a few things that are considered commonplace. We used some normalization on the samples of “**LIGHTNING X3M**”, but tried to keep the depth of the instrument dynamics. We embrace candid, lively samples that include some natural imperfections.

ABOUT LIGHTNING X3M

LIGHTNING X3M is a product using the X3M engine, allowing the user to manipulate the sample material, and this opens vast musical possibilities for the working composer.

Our main idea was to record a number of high frequency percussion instruments, suitable for all kinds of dynamic music, and especially film/trailer. The library has multiple dynamic layers (from very soft ppp to blasting ffff) and has multiple roundrobins (meaning that each instrument has unique samples that get changed every time you press a key).

And now, after many successful years, this collection takes the next step and becomes available to a bigger part of the community by joining the ranks of the NKS-compatible libraries!

THE X3M ENGINE

The concept behind the new X3M engine is quite simple – it is made out of 12 zones which you assign different patches to. After setting up the template of your choosing just plug in and play – nothing else needed!

When you load up **LIGHTNING X3M**, you automatically load all samples inside your “Samples” directory. However, the instruments are built in such a way which actually keeps all samples purged, unless you load them up in a zone. This means that not only do you have a single patch with all types of percussion you might need – you also have a patch which is optimized and does not hurt your RAM!

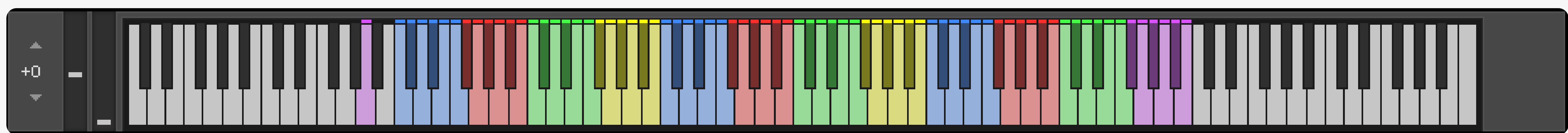
Q: How does it work?

When you open the patch the main settings you need are displayed here:



Q: How do I load instruments?

Click on any zone (marked Z-1, Z-2, Z-3, ..., Z-12) and then navigate through the list of categories and instruments; try and choose one that works well for you just by clicking on it - that way the instrument gets loaded into the selected zone.



All 12 keyboard zones are using different color markers to allow for easier navigation and playability. Not only that – when you start editing a zone, its color will change to purple. We did this to avoid confusion and to give you a clear view of what you are currently editing.

The Reset RR function is also available to you as a keyswitch located on A-1, marked in purple.

The patches also have global microphone control.



By default, you have all three microphone positions turned ON - “Close”, “Decca” and “Hall”. If you’d like to, you can turn each of the microphones on or off, solo or mute them, and also adjust the stereo spread of each, by clicking on and dragging the symbol on the right of the microphone position’s name.

SOUND SHAPING AND SOUND DESIGN OPTIONS

You have all 12 zones displayed on the page and you have several controls at your disposal for shaping the sound of all the different instruments in your current template:



EQ

A three-band EQ giving you the opportunity to boost or cut low, middle or high frequencies of the instruments.

AMP.FX

Transient Attack Knob & Transient Sustain Knob – transient attack and sustain work like a compressor; the attack amps up the beginning of the wave file, while the sustain can increase or decrease the sample tail. These are just PERFECT for getting even punchier sound!

Saturation Knob – a simple, but extremely effective tool to add little saturation/drive to some of the harmonics of the sound, or to take out some of the harshness.

WAVESHAPE

Pitch Knob – allows you to adjust the pitch of the samples. Really useful to load a single instrument twice and then change the pitch of one of the zones. You can load up any instrument of your choosing into two zones, then decrease the pitch of zone 2 all the way to the left. Play them together and now you have an even thicker sound!

Offset – moves the starting point of the instrument samples up to 100 ms from their original position. Whenever you adjust the offset, a bit of an attack curve gets added automatically in order to smoothen the start. The higher the value / position of the button, the smoother the curve.

Release – it shortens or extends the release of each played instrument.

Align – One new functionality, first introduced in Percussion Essentials X3M, is the Align tool at the GUI's bottom right corner. This can be used to align and change the phase between the close and far microphones. Naturally the recording from the hall mics has a few ms of delay due to the bigger distance between the mics and the source of the sound. However, with the Align tool, you're able to compensate for this delay and change the character of the sound by adjusting the phase. Apart from all of these modifications, you have the option to adjust the overall volume, mic volume and panning for each individual zone. An additional functionality of all new X3M libraries is the "Select RR" function. This function allows you to deactivate any of the RRs for a particular instrument included in the library, by simply clicking on the RR's number in the top right corner of the GUI. This gives you the liberty to shape the sound per your taste and needs.

Last, but not least – the engine has some really useful controls:

NEW – initializes the template – just like the button CLEAR, but applied to all zones.

LOAD/SAVE – you have the possibility to make your own presets and to save them with just a few clicks!

HELP – a built-in “help” file. Just click on it, and brief explanations of all the library’s controls will light up and help you get through.

RESET RR – resets all Round-robins for the zone you’ve currently selected (this function is also available as a keyswitch, located on A-1)

Also, there are two additional buttons at the bottom right corner – DISCARD (reverts all changes you have made to the default values) and CLEAR (removes all samples and settings from the zone). You also have EQ control (three knobs for high, mid and low frequencies) and individual volume control for the current zone.

PATCH LIST

The concept behind LIGHTNING X3M is not only to introduce different types of high frequency percussion, but also to create unique instrument combinations, similar to our previous percussion series, as well as some new sounds and effects.

In your “Instruments” folder, you will find a total of 27 patches. “Lightning X3M” is a blank template of the engine, ready for you to play around with (including rolls in multiple dynamic layers, controllable via CC#1). And there are 26 more patches preloaded with all of the library’s major sections (and their respective naming hints to their best use cases):

- Buttons & Knobs
- Clicks & Clacks 1
- Clicks & Clacks 2
- Clocks
- Ethnic Metals 1 (Chans)
- Ethnic Metals 2
- Ethnic Shakers 1
- Ethnic Shakers 2
- Hi-hats
- Misc 1
- Misc 2
- Mouse & Keyboards
- Muted Percussion 1
- Muted Percussion 2 (Cajons)
- Orchestral
- Rides
- Shakers 1
- Shakers 2
- Small Metals 1
- Small Metals 2
- Small Metals 3
- Synth Perc 1
- Synth Perc 2
- Synth Perc Dist 1
- Synth Perc Dist 2
- Typewriters

For the more curious of you, here is a detailed list of all samples included:

INSTRUMENT LIST

Instrument Name	Dyn	RR
CLOCKS & TICKS		
Medium Clock	1	15
Big Clock	2	15
Small Clock 1	1	15
Small Clock Bell	1	10
Clock Winding 1 Single	1	4
Small Clock 2	1	15
Small Clock 3	1	15
Small Clock 4	1	15
Clock Winding 1	1	4
Clock Tick 1	1	15
Clock Tick 2	1	15
Clock Winding 2	2	4
Clock Winding 2 Single	2	10
Metronome	1	15
Metronome Bell	1	5
SHAKERS		
Shaker 1	2	15
Shaker 2	2	15
Shaker 3	2	15
Shaker 4	2	15
Shaker 5	2	15
Shaker 10	2	15
Shaker 11	2	15
Shaker 12	2	15
Cabasa Hit	1	15
Cabasa Slide	1	15
Shekere Side Hit	2	15
Shekere Rod	3	15
Shekere Rod Scratch	2	15
Shekere 1 Slide	2	15
Shekere 1 Rod	3	15
Shekere 1 Rod Slide	2	15
Shekere 2 Down	3	15
Shekere 2 Up	3	15

Instrument Name	Dyn	RR
ETHNIC SHAKERS		
Maraca 1	1	15
Maraca 1 (Brushed)	2	15
Maraca 2	2	15
Maraca 3	2	15
Maraca Rod	2	15
Ethnic Shaker 1	1	15
Ethnic Shaker 2	2	15
Ethnic Shaker 3	1	15
Caxixi 1	2	15
Caxixi 2	2	15
Caxixi 3	2	15
Caxixi 4	2	15
Tang Tang High	1	15
Tang Tang Low	1	15
Rainstick Hits	2	15
Rainstick Shake	1	15
Shaman Ring	1	15
BUTTONS & KNOBS		
Accordeon Click 1	3	10
Accordeon Click 2	3	10
Accordeon Click 3	2	10
Guitar Case Lock 1	2	10
Guitar Case Lock 2	2	10
Hurdy Gurdy Click 1	3	10
Hurdy Gurdy Click 2	3	10
Mouse Left Click	1	10
Mouse Right Click	3	10
Keyboard 1	3	10
Keyboard 2	2	10
Keyboard 3	3	10
Old Keyboard 1	3	10
Old Keyboard 2	3	10
Old Keyboard 3	3	10
Typewriter 1	3	10
Typewriter 2	3	10
Typewriter FX1	3	10
Typewriter FX2	3	10
Typewriter FX3	3	10
Typewriter FX4	3	10

SYNTH PERC		
Chasing	3	9
Blaster	3	9
Sci-Fi Clock	3	9
Mad Rax	3	9
Worms	3	9
Electricity	3	9
Train	3	9
Deaf Knocks	3	9
Soft Gabber	3	9
Electro Shaker	3	9
Scratch This	3	9
Underhand	3	9
Soldiers	3	9
Soldiers (Drive)	3	9
Laser Nails	3	9
CLICKS & CLACKS		
Wooden Cup	4	15
Plastic Bowl 1	4	15
Wooden Forks	4	15
Plastic Bowl 2	4	15
Castacup	4	15
Wooden Sticks	4	15
Clacks	4	15
Wooden Snap	4	15
Gypsy Snap	4	15
Pensils	4	15
Knock Knock	4	15
Woodpecker	4	15
Tiny Giants	4	15
Glass Bottle	4	15
Roofchase	4	15
Brushed Chain	4	15
Tiny Giants	4	15
Glass Bottle	4	15
Wood Drops	4	15
Kitchen Claves 1	4	15
Kitchen Claves 2	4	15
Rush Sticks	4	15
Plastic Tears	4	15
The Snap	4	15
Hand Made Clock	4	15

Instrument Name	Dyn	RR
HATS & CYMBALS		
Hi-Hat Brush Closed	3	15
Hi-Hat Foot	1	15
Hi-Hat Brush Opened	3	15
Hi-Hat Rod Closed	3	15
Hi-Hat Rod Opened	3	15
Ride Bell Broomstick	3	15
Ride Bell Rod	2	15
Ride Muted Brush	3	15
Ride Scratches Long	2	15
Ride Scratches Short	2	15
Sizzle Ride	3	15
Sizzle Ride Bell	3	15
Sizzle Ride Muted	3	15
SMALL METALS 1		
Finger Cymbal 1	2	6
Finger Cymbal 2	2	6
Finger Cymbal 3	2	6
Mini Gong 1	2	6
Mini Gong 2	2	6
Mini Gong 3	2	6
Small Anvil	4	15
Small Metal Box	1	15
Medium Metal Box	1	15
Muted Metal	4	15
Metal Shaker	1	15
Flexatone	1	15
Singing Bowl Hit	4	15
Mug Metal Brush	2	15
Mug Rod	2	15
SMALL METALS 2		
Mug Side Hit	2	15
Pan Brush	2	15
Pan Rod	2	15
Keychain	1	15
Metal Cup 1	4	15
Coin	4	15
Metal Cup 2	4	15
Keys In A Box	4	15
Metal Plate	4	15

Instrument Name	Dyn	RR
Platform Bell	4	15
Heavy Tambourine	4	15
The Can	4	15
Metal Drops	4	15
Glass Nails	4	15
The Butler	4	15
MUTED PERCUSSION		
Darbuka Brush	3	15
Shime-Daiko Brush	3	15
Shime-Daiko Rod	3	15
Frame Drum Brush	3	15
Djembe Broomstick	3	15
Djembe Brush	3	15
Cajon Rod 1	1	15
Cajon Rod (Center)	4	15
Cajon Broomstick	4	15
Cajon Brush	4	15
Cajon Rod 2	4	15
Cajon Lap Rod 1	4	15
Cajon Lap Rod 2	4	15
Cajon Lap Fingers	4	15
Cajon Lap Rod 3	4	15
Ultra Muted Cajon	4	15
Udu Brush Scratch	2	15
Udu Rod	3	15
Canned Darbuka	4	15
Guiro Brush	2	15
Guiro Rod	2	15
Cajon Lap Brush Scratch	2	15
Darbuka Scratch	3	15
Brush Hits	1	15
Rod Hits	1	15
Stick Hits	2	15
ORCHESTRAL		
Claves	3	15
Castanets	2	15
Castanets Rod	2	15
Tambourine 1	2	15
Tambourine 2	2	15
Tambourine 2 Rod	2	15

Instrument Name	Dyn	RR
Tambourine 3	2	15
Tambourine 4	2	15
Tambourine 5	2	15
Tambourine 6	2	15
Triangle 1	2	15
Triangle 2	2	15
Triangle 3	2	15
ETHNIC METALS		
Chan Big Brush	3	15
Chan Big Rod	3	15
Chan Middle 1 Brush	3	15
Chan Middle 1 Rod	3	15
Chan Middle 2 Brush	3	15
Chan Middle 2 Rod	3	15
Chan Small Brush	1	15
Chan Small Rod	4	15
Chan Extra Small Rod	4	15
Dulcimer Scratches	4	15
Fly Drum 1 Brush	4	15
Fly Drum 2 Brush	4	15
Fly Drum 3 Brushd 2	4	15
Fly Drum 4 Brush	4	15
SYNTH PERC DIST		
Clock In A Dream	3	9
Slap	3	9
Steroid Clock	3	9
Punch	3	9
Implosion	3	9
Cyper Spank	3	9
Loud Neighbours	3	9
Kick	3	9
Aggressive Kick	3	9
Snake	3	9
Lighter	3	9
Shy Kick	3	9
Pistol	3	9
Shotgun	3	9
MegaBlaster	3	9

Instrument Name	Dyn	RR
MISC		
Guitar Brush Back	2	15
Guitar Brush Front	2	15
Guitar Brush Side	2	15
Panflute Rod Hit	1	15
Panflute Rod Slide	1	15
Guitar Body Nails	2	15
Guitar Body Brush	2	15
Bended Cup	4	15
Village Mug	4	15
Wooden Block	4	15
Ping Pong	4	15
Wooden Box	4	15
Wooden Spoon	4	15
Nail	4	15
Pseudo Marimba	4	15
Bowl Pizz	4	15
Chinese Drop	4	15
Unbreakable Vase	4	15

INSTALLATION / SYSTEM REQUIREMENTS

Available for download directly via Native Access.

Powered by Native Instruments' free Kontakt Player v6.7.1 or higher.

Full /paid/ retail Kontakt supported but not required

Approx. 11GB Hard drive space (~5.5GB for the archived files and ~5.6 GB for the unzipped library)

Internet access

Min. of 2GB RAM

For detailed setup instructions, please follow the link below:

[MANUAL SETUP INSTRUCTIONS](#)

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Thank you!
George Strezov